



**08:30 - 09:30**

Arrival.

**09:30 - 10:30**

Shared Beginning.

**10:30 - 12:00**

**Wish You Were Here.**

Designed and delivered over the course of Counterplay, Wish You Were Here is a community devised larp that seeks to explore the narratives developed by the play community across the Counterplay festival.

/Lynn Love

**Food For Thought.**

Food for Thought is a participatory, conversation-based play format that invites people to engage with complex topics with simple, tactile interactions.

/Alexandra Wieck

**Body Word Play.**

Join a participatory, embodied play session that invites people to explore the felt experience of play through movement, language, and collective creation. Blending poetry, somatic practices, and playful prompts.

/Sarah Huxley

**This Is Not A Planning Workshop: A Choose-Your-Own Playful Adventure In Space and Mobility .**

Participants move through a series of playful prompts that guide them to notice space, movement, rules and encounters differently.

/Petra Stocker

**The Solarpunk City Of The Future.**

By setting up a solar powered "city," complete with power distribution and a little train, people create something - a sculpture, or building, practical or abstract, that they want to see in a sustainable, just future.

/Amos Blanton

**12:00 - 13:00**

Lunch.

**13:00 - 14:30**

**Walking the Playful Path: Play as a Lived Philosophy in Uncertain Times.**

Participants are invited to experience play through three interwoven qualities: a vibrant body, a joyful mind, and a loving heart. Short, accessible embodied micro practices are integrated into the session, each followed by moments of reflection and shared sense-making.

/Anthony Trahair

**Play as a Strategic Intervention for Burnout In Helping Professions.**

Workers in public-facing helping professions, such as those in education and healthcare, have long been considered at risk for burnout, and this risk has risen even higher during and post-pandemic. In this session, we will explore play as an intervention and possible antidote to the looming risk of burnout, with a particular awareness towards healthcare workers and educators, but everyone is welcome.

/Rachel Haley Himmelheber

**Playing with Rules In The Post-Growth Future.**

In the game of life, we all make decisions about how to spend our time and direct our resources according to the rules of the game. In the workshop we will explore games which play with the idea of changing the rules mid-way through and how this feels.

/Kevin Davidson

**Playing Around Corners.**

This workshop aims to spark ideas for playing around corners, and through experimentation, develop understandings of what a focus on corners might offer to play.

/Maria Saridaki  
/Robb Mitchell

**Reworlding Kolding**

Reimagine Kolding as the hub for a posthuman play society, disrupted by the unique conditions of Europe in polycrisis, and imagine a new place based on functional, defensive, and communal living together.

/Troy Innocent

**14:30 - 15:00**

Coffee Break.



**15:00 - 16:30**

**Den Building For Safety.**

'Play' is often associated with high-energy active, physical activity and can unintentionally privilege able-bodied players, but how do we play when ill, infirm, tired, overwhelmed or otherwise? Play is for everyone, we are all welcome, but an inclusive invitation needs groundwork. We will explore how the prep, the invite, the space readying and the den build can help us cultivate the conditions needed for inclusive play, to make playful living accessible to all.

/Malcolm Hamilton

**The Environmental Citizen's Playbook.**

The Environmental Citizen's Playbook is a participatory workshop exploring how play and playfulness can support emotionally sustainable engagement with environmental action.

/Savannah Vize

**DemocraZy.**

DemocraZy is embracing 'not knowing', exploring the world together and how we want to live in it, together. Play is a collective action and so is democracy. You cannot be democratic on your own. You need other people. Democracy is a big thing, but always made up by small actions. Play can be big and small too. Play creates communities. Democracies thrive with healthy, playful communities. Let's play democracy, with a little craziness!

/Marian Van Voorn

**Radical Hope through Rapid Toy Making.**

This workshop invites an exploration of radical hope through playful, hands-on toy making using simple, recycled materials such as old newspapers and masking tape.

/Katriina Hejjakka  
/Jesper Falck Legaard  
/Marjaana Kangas

**Stories For A New World.**

The aim is to create conditions where the intangible can emerge through telling stories, increasing their impact and our collective capacity to hold this space throughout CounterPlay.

/Angela Halvorsen Bogo

**16:30 - 17:00**

**Performance Lecture: What Gets In The Way Of Play?**

Meet Holly's inner cast of characters; there's Patricia, Holly's inner academic, Del, Holly's inner critic and a huge selection of other parts who might turn up to explore our theme: what gets in the way of play?

/Holly Stoppit

**17:00 - 18:30**

**The Art Of Wonder.**

A workshop through 5 different aspects of the state of Wonder: Noticing, Curiosity, Surprise, Abundance and Gratitude. It's an embodied exploration and practice of getting into a state of wonder, from which magical, playful, experiences can occur.

/Robbie Foulston

**Peaceful Play.**

A way to reconnect and ground, to make space and set the scene for rest and reconnection, and reset to a more natural pace. With gentleness and compassion.

/Ruth Baxter Hesseldal

**Time Travelling with Trees.**

A session to play with temporalities and imaginative possibilities. More than anything, this is an invitation to create stories where deep roots and symbiotic relationships play a fundamental role.

/Lisa Grocott  
/Shanti Sumartojo and friends

**Monster Garden Oracle Card Group Readings.**

Group card divination sessions. Divination, tarot, and spirituality can sound dark, serious and/or dreary, but they can also be a collaborative, playful accent to your life, regardless of how "real" you think it is or isn't.

/Zack Wood

**18:30 ... and on**

Festival Dinner.



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**PL\_AI: Dreaming up Toy Futures.**

Artificial intelligence is changing the way children play and learn. If AI for children is developed purely from a technical perspective, the future will become narrow and driven by technology and market logic. In a more hopeful response, we invite you to dream and build other possible toy futures.

/Jess Uhre Rahbek  
/Jesper Falck Legaard

**A Seriously Silly Session.**

An exploration of silliness (as an aspect of play) which will be interactive, theoretical including an icebreaker, workshop and silliness survey.

/Helen Stonelake

**What Gets In The Way Of Play?**

This workshop will offer a creative exploration of the parts that pop up when we play. By "Parts," our inner voices, i.e. the inner critic, the inner perfectionist, the inner child, the inner cool cat, etc. Drawing on Internal Family Systems (IFS), drama therapy and play, it'll explore: how do our parts hinder our play? And how might getting to know our parts bring more play?

/Holly Stoppit

**The Debriefing Cube:  
When Play Sparks Change.**

Together, we'll uncover how structured reflection transforms ephemeral play into durable learning. The session invites shared authorship, where participants co-create meaning rather than waiting for an "expert's answers".

/Julian Kea

12:00 - 13:00

Lunch.



13:00 - 14:30

**Urban Play Crawl.**

Is Kolding built for play? It's time for the play specialist to find out. In the Urban Play Crawl we'll leave the walls of the Design School and as an expedition of explorers we'll try our playful spirits against the urban fabric.

/Natalia Gajo

**Design 4 Play: Intergenerational Dialogue Through Material Traces Of Childhood.**

Through playful and artistic activities, we look at children's everyday lives and the adults' childhood memories, their feelings, spaces, and experiences, to better understand what supports their well-being here and now

/Ari Puguh

**Come Play with New Roles, Realities And Relationships In This Roleplaying Session.**

Play a Nordic-style tabletop roleplaying game, take on a character, and co-create a story with others, then explore how these games can engage with complex themes and creative practice.

/Esben Wiilstrup

**How Play Saves the World?**

The Award Ceremony is a workshop we regularly use in placemaking and health settings. It playfully enables community participants to set goals for designers and decision makers that have real social impact and to develop strategies to achieve them.

/Malcolm Hamilton

14:30 - 15:00

Coffee Break.

15:00 - 16:30

**Higher Education: Is It A Game? Is It Play? Or Something Else?**

In this creative workshop we'll look through three giant lenses at various aspects of adult education and decide if they are more game-like, more play-like, or something else entirely. And whether putting them through a different lens would produce a better outcome for those involved.

/Alex Moseley

**Hidden City.**

During the workshop, we will discuss how to explore the city as an urban game designer. We will search for tiny details that can be used in a game. We will also demonstrate ways to guide players to find these details and then how to design a credential card so that it is legible and user-friendly. The game that can be played individually or in teams, and is suitable for people of all ages, even children.

/Michał Grelewski  
/Joanna Ufnalska

**Let's Play Cards.**

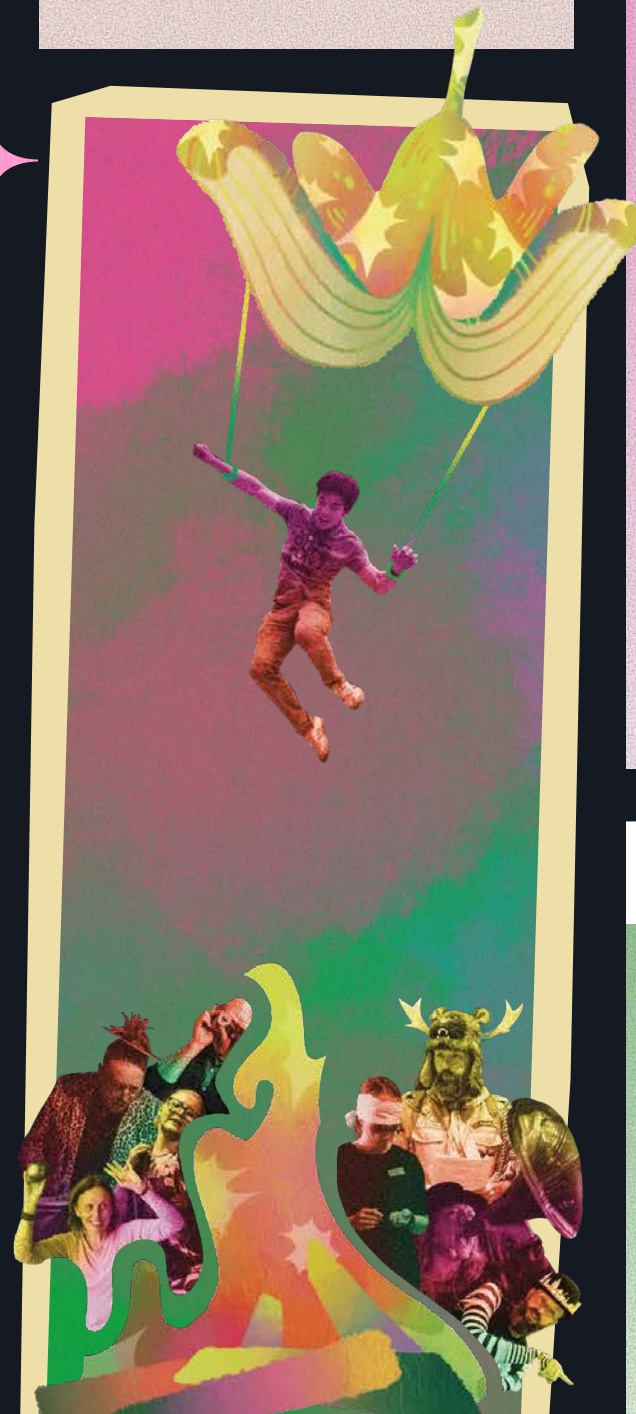
Participants will have the opportunity to play with card games and then be taken through a simple introduction to turn any session into a card game from a single flash card to a sophisticated deck building game.

/Roger Saunders

**A Carrier Bag Of Tricks: Artistic Practice As Research, Unwinnable Games And Other Ways To Build Trust.**

Explore unwinnable games as a playful, decolonial practice that challenges competition and invites new ways of relating. Through collaborative play and reflection, participants experience how uncertainty, trust, and shared storytelling can open space for connection, creativity, and decolonial joy.

/Anthea Moys



17:00 - 18:30

**Stag And Hen.**

A playful and chaotic take on the British stag and hen party tradition, this session invites participants to experience anglo depravity through humorous group challenges. Split into Hens and Stags, players complete bingo-style tasks around the city, interacting with strangers, embracing silliness, and bonding through shared mischief before regrouping to celebrate and wap stories.

/Fi Nicholson  
/Gab Drewet

**The Playful Of The Oppressed.**

Our call investigates the potential and bottlenecks of recapturing play from external and internal oppression. We propose a workshop in a format inspired by forum/improv theatre where we investigate the oppression of playfulness in the modern adult world of work or relationship.

/Jesper Lind Olsen  
/Elin Fredrikson

**The Playful Mocktail Competition.**

Playful Mocktail is a collective, playful team activity disguised as a mocktail challenge. Participants gather in small, temporary teams to create an "Instagrammable" mocktail, but the drink itself is not the point. What matters is what happens in between. The hesitations, the listening, the misread cues, the awkward questions, the moments of delight and disappointment.

/Ed Gonsalves

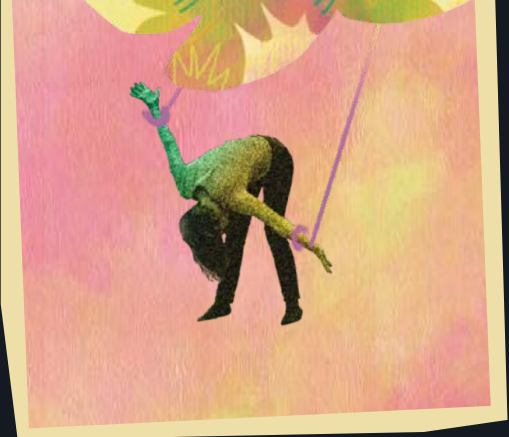
18:30 ... and on

**Festival Dinner.**

**Disco Ceilidh.**

On Friday 8th May it will be David Attenborough's 100th birthday and Kevin Davidson brings a special version of his Disco Ceilidh to celebrate this. It's of course very playful with dances which connect with the more-than-human world.

/Kevin Davidson



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**Down the Rabbit Hole ~ Revealing the Hidden Forces at Play that Heal, Resource and Transform Us for the Better.**

Join Portia Tung The Play Alchemist on an exciting embodied adventure across time and space where we explore the power, purpose and place of play in human evolution, as well as in our individual modern lives, culminating in an emergent map of our collective play future and a roadmap of how we can get there together. For ourselves and greater good.

/Portia Tung

**The Queen and Her Fool.**

Building on tools developed through The Festival of the Fool; gentle invitation, shared attention, and playful listening, we will explore how public space responds when approached with care. The magic unfolds in relationship with the environment, passers-by, and the moment itself - allowing play to arise from presence, rather than performance. May include songs, stories, poetry, costumes and time travel.

/Angela Halvorsen Bogo  
/Robbie Foulston

**Sculpt About It: A Game For Discussing Very Important Questions In Very Silly Ways.**

The game invites players to sculpt responses to questions using plasticine, whilst following ridiculous rules (e.g. "sculpt with your eyes closed" or "don't let anyone else see what you're sculpting"). The game can be played synchronously by a group, or an abridged version can be left out for individuals to drop-in and play at their leisure.

/Kai Durkin

**Why You Should Start A Play Club?**

We talk about practising play – yet in our everyday culture it's difficult to treat it as a priority. What if we were treating play as an intentional and regular community practice? During this session I'll tell about my experiences of organizing a Play Club in Copenhagen and share tips on how one can organize their own play club. I'll encourage participants to imagine what kind of play community would they like to be a part of and what would it take to start one?

/Natalia Gajo

**"Can I Roll For Friendship?": Using Co-Created Roleplaying Events to Create a Sense of Community and Social Bonds.**

An interactive exhibition of a co-created roleplaying system exploring community and social bonds. Players join short sessions to create characters, embark on quests, and shape a shared evolving story. Actions taken in both a physical map and online space influence future gameplay, building a continuously changing narrative across participants. they like to be a part of and what would it take to start one?

/Alice Casagrande Moretti

**Visit the Play Amusement Park.**

FDF opens a temporary public 'play amusement park' outside Kolding School of Design, and everyone from participants and the wider public, children and adults are invited! Come by and play a special selection of fantastic games with inspiration from classical folk games.

/FDF

**12:00 - 13:00**

Lunch.

**13:00 - 14:30**

**Playful Writing Sessions.**

At this point, playful energies will be pulsating through our bodies after three days of playing together. How do we write with those experiences? We invite you to join this playful writing session, where we will draw on everything we have learned and consider how to share that with the world as articles, books, zines - or in other written formats.

**Build A Play Community Of Cardboard, Culture, And Co-habitants**

Come join us in the Global Play Brigade and make history! Play is how we can imagine and create new roles, realities and relationships and make new choices. As such, it can be both developmental, revolutionary and subversive to play. In this workshop we will build a play community of cardboard, culture, and co-habitants that can help us live better lives together.

/Esben Wilstrup

**"What If..."**

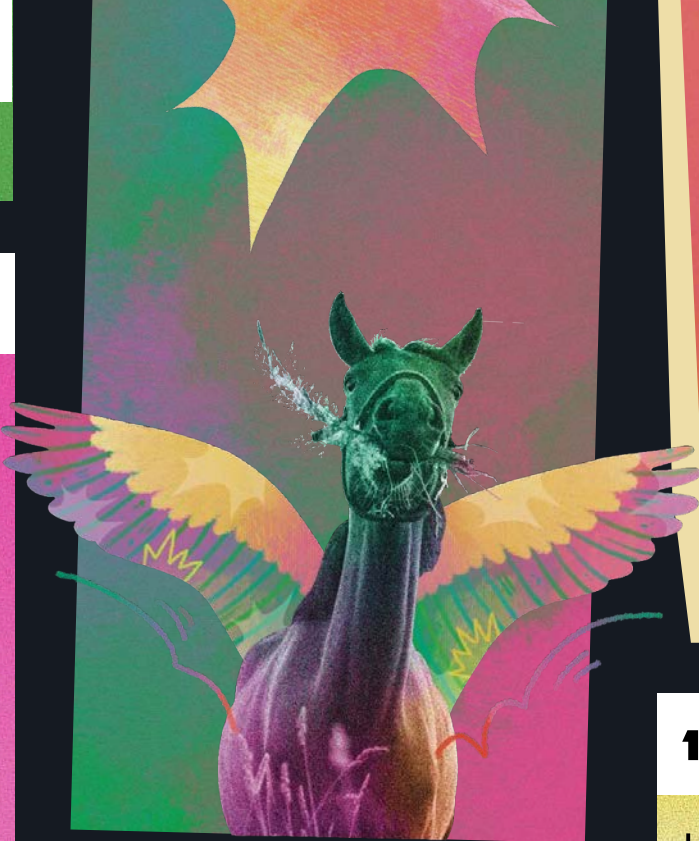
What If is a playful, open space where participants explore ideas through making, movement, and collaboration. Inspired by how children play, the session invites people to experiment, connect, and create together using prompts and shared materials. The focus is on joy, discovery, and collective creativity, with participants free to join, leave, and document their evolving artistic journeys.

/Kathy Williams  
/Teresa Grimaldi

**The Messy Middle As A Way To Excavate Our Collective Nature.**

A collaborative drawology session where participants rotate around a table, layering drawings in response to changing prompts. Through guided and collective rounds, the group creates shared artworks that explore connections to nature, storytelling, and the balance between individual and collective expression.

/Dasha Moschonas



**TELLING NEW STORIES**

**18:30 ... and on**

Let's Find Out Together!

**14:30 - 15:00**

Coffee Break.

**15:00 - 16:30**

**CounterPlay World Café.**

To catch our collective breath and gather our impressions, thoughts and dreams, we invite you to join this 'world cafe' inspired session, where we can start to shape future play initiatives.

**16:00 - 17:00**

**Spilscape**

CounterPlay Spilscape is an open-ended, experimental DIY printmaking workshop repurposing poly-plastic foam as a stamping medium. Participants translate a shared theme into individual responses by creating simple hand-cut stamps. Through repetition, variation, and placement, the printed marks accumulate into a shared visual field that reflects multiple points of view.

/Alessa Petzer



**And More...**